

The principle for the succeeding moves of the game: The EVEN player may move only to a square whose number combines with ODD'S last move to *total to an even number*. ODD may move to a square whose number *totals* to an ODD figure when combined with EVEN'S last move.

EXAMPLE: ODD Plays First.

ODD: Moves to three

EVEN: Moves to five ($3 + 5 = 8$)

ODD: Moves to six ($5 + 6 = 11$)

EVEN: Moves to two ($6 + 2 = 8$)

And so on . . .

NOTE: Each player must total figures aloud before they move.

Each player uses his ENGLISH control to maintain interstellar contact. If the player who has control of the interstellar beam misses contact, he must go back 1 space and his opponent receives a Diagonal Chip good for one diagonal move at any time during the game. (Use RESET Button to reactivate beam.)

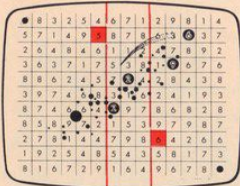
(**Illust. D**). Once the players are within any 3 vertical columns of each other, interstellar contact is no longer necessary and the beam is allowed to disappear off the screen.

(**Illust. E**). When a player passes through the Planetary Belt, he receives a Diagonal Chip for each time he touches one of the five planets. Players may not occupy the same square at the same time.

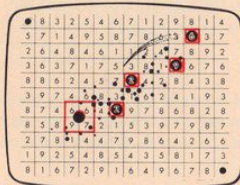
The first player to reach his opponent's planet wins the game.

GAME VARIATION:

Use the interstellar light as a timer for the game of play. Each player must announce his move within four traverses of the beam or he forfeits his turn. All other playing procedures remain as outlined.



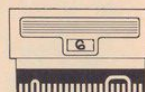
D



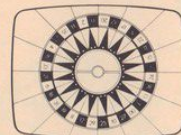
E

ROULETTE ...all the casino action of Monte Carlo! Place your bets and try to break the bank! (For 2 or more players.)

GAME AIDS



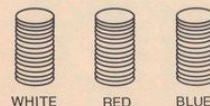
GAME CARD #6



GAME OVERLAY



ROULETTE LAYOUT BOARD



WHITE RED BLUE

CHIPS



PLAY MONEY

SET UP

1. Insert GAME CARD #6 into the Master Control Unit.
2. Place the ROULETTE Overlay on the screen.
3. The players divide the chips and each receives \$1,000.00 of paper money.

White Chips = \$ 5.00

Red Chips = 10.00

Blue Chips = 50.00

One player is the BANKER and retains custody of the balance of the cash.

HOW TO PLACE BETS

The players make their bets by placing their chips on the Roulette Layout Board. Several kinds of bets are possible and the odds are indicated on the Roulette Layout Board. (See page 30 for illustration.)

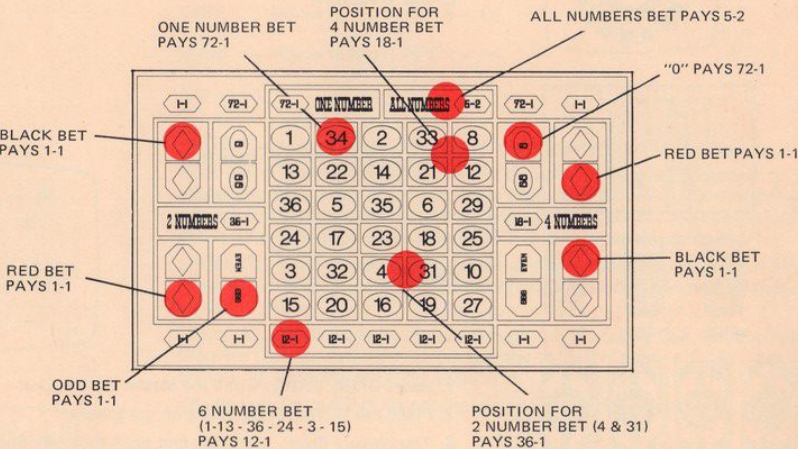
- To make a one-number bet, cover the entire number with a chip.
- To make a two-number bet, position a chip so that it falls between two numbers.

ROULETTE (Continued)

- To make a four number bet, position a chip so that it covers the corners of the four numbers.
- To make a six number bet, put a chip at the end of the row of numbers, as shown.

You may bet on red or black
and
odd or even
and
0 and 00

THE ILLUSTRATION BELOW SHOWS THE PROPER
CHIP PLACEMENT FOR THE VARIOUS BETS



PLAY

Only the Player Control #2 is used to play Roulette. First, its electronics are "shuffled": the BANKER depresses the RESET Button and offers the VERTICAL or HORIZONTAL control to any one of the players, who then randomly turns that particular control with his eyes closed. The same procedure is followed for the remaining control (vertical or horizontal).

The BANKER may present the control in any position. (Right-side-up, on its side or up-side-down.) It is important that the dial settings be random.

The BANKER then releases the RESET Button and lets the ball fall into place on the wheel. If the ball does not appear on the Roulette Game Overlay, the BANKER has the electronics "reshuffled." If the ball falls on "0" or "00," the house wins all one-to-one bets.

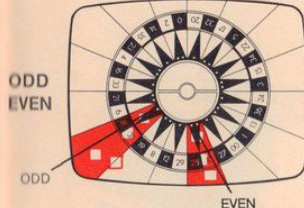
Good Luck!

SPIN AGAIN

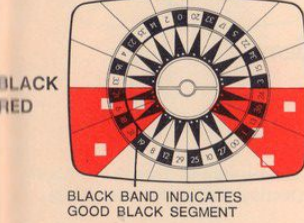


THE FOLLOWING ILLUSTRATIONS SHOW
SOME OF THE COMBINATIONS WHICH
WOULD WIN THE BETS MADE ON
THE ROULETTE LAYOUT.

If ball falls in center red circle it is out of play and electronics in the control unit are "reshuffled."



Odd—Even Bet. Alternating single and double dots appear on the yellow points of the roulette wheel. These indicate *odd* and *even* areas. A ball landing in any of the locations indicated in illustration would win.



The outcome of a Black/Red bet is determined by the color of the segment in which the ball falls.

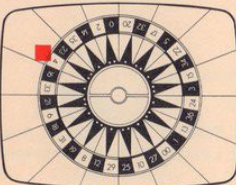
Illustration showing winning bets for...

Even and Red bets

- Any one number, two number, four number, six number, or all number bets which included number four is a winner.
- The even bet wins.
- The red bet wins.

Two-number bets

If a ball falls between two numbers, both numbers win. In this illustration, numbers 12 and 29 win.



NUMBER BETS ARE 12 & 29